TOM CLANCY'S
THE DIVISION™
CITY
NEW YORK
QUARANTINE
AREA
CHECKPOINT
PERSONS ONLY
SHD
ORIGINAL GAME SOUNDTRACK
MUSIC COMPOSED BY OLA STRANDH

TOM CLANCY'S THE DIVISION

ORIGINAL GAME SOUNDTRACK

TRACKS:

01.	Prologue	2:15
02.	We Are the Division	3:46
03.	Precinct Siege	4:40
04.	The Garden	5:39
05.	Dyer	4:23
06.	Safehouse	3:58
07.	Mortuary	4:35
08.	Times Square	6:43
09.	Grand Central	2:57
10.	Lexington	5:36
11.	Mall Rats	3:39
12.	Skyline	2:24
13.	Amherst	7:06
14.	Ferro	5:27
15.	Power Plant	3:13
16.	The Academy	4:25
17.	Bliss	3:43
18.	Dark Zone	3:46

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It was early 2013 when I was first asked to compose for The Division. At first I was a bit worried that things would get rushed, as they so often do with music. Having a long history in game development, I knew that time was the key to properly developing the music playback systems. When E3 2013 and the first reveal of the game came closer I realized that there would be plenty of room to put some real heart into this project.

I spent the first couple of weeks doing interviews with game designers, writers and producers. Simon Koudriavtsev and I spent countless hours figuring out a direction for us to take. Then came the exploration phase, it really is the best part of making music! I love looking at a story element, or a special trait with a character, and then "instrumentalize" it. It is an extremely powerful feeling - exploiting what's there, building emotions.

I wanted to do something I had never done before, leave safety behind to feed creativity. We all agreed on a music direction based around old synthesizers and percussion. I asked my good friend, John Torebo Gregorius if he would like to help out with programming sounds and sequences and for a couple of weeks we conducted some really fun experiments with various synthesizers and samplers.

When we finally wrapped it up I was left with a very sound foundation (pun intended) to stand on, and it was time to start writing and arranging. I spent a period, so long it shall not be named, on writing themes and melodies, programming percussion and hammering on drum pads. In the same time, Nils Carlsson and I designed a music system for the game. Late 2015 everything was in place and working as intended.

Since there is more than three hours of music in the game, this soundtrack is highly reduced. But I did my best to fit all of the themes in here. It's been an absolutely frightening, crazy, exciting and amazing journey. I sincerely hope you enjoy the music.

Thank you for playing!

Ola Strandh - Composer

SPECIAL THANKS:

Simon Koudriavtsev
Nils Carlsson
John Torebo Gregorius
Tobias Nyman
Limpan at Cutting Room
Julian Gerighty
Petter Sydow
David Polfeldt
Eric Moutardier
Mikael Eriksson Duffy
My brother, Erik
Mom and Dad

Tom Clancy's The Division The Original Game Soundtrack
Music composed and performed by Ola Strandh.
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